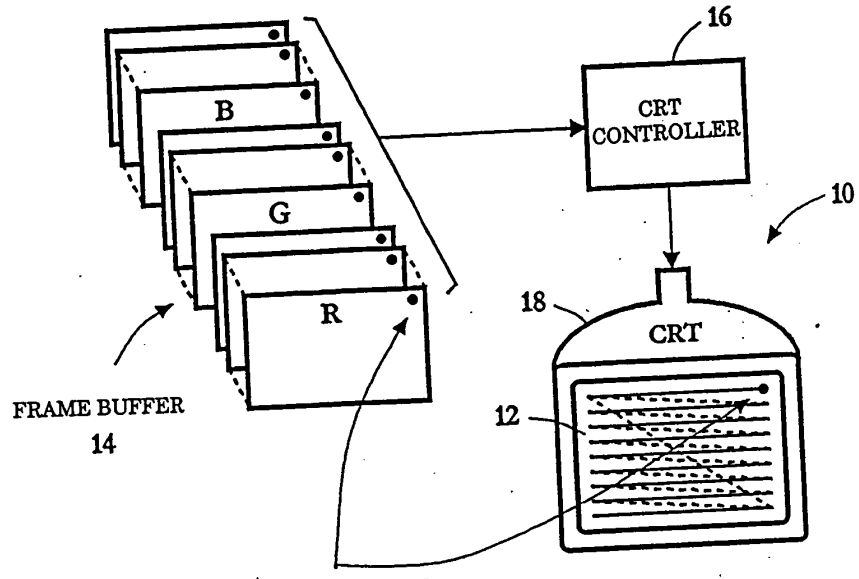
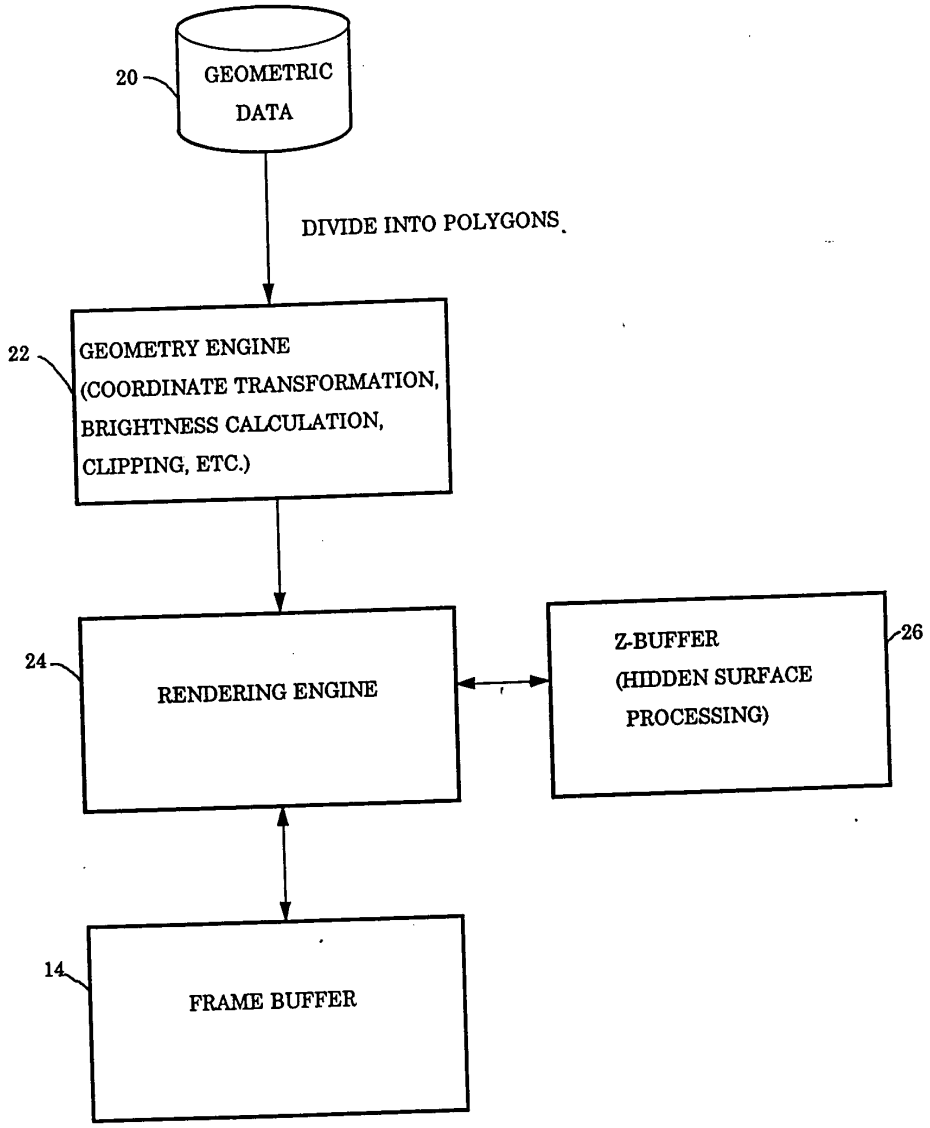
FIG. 1



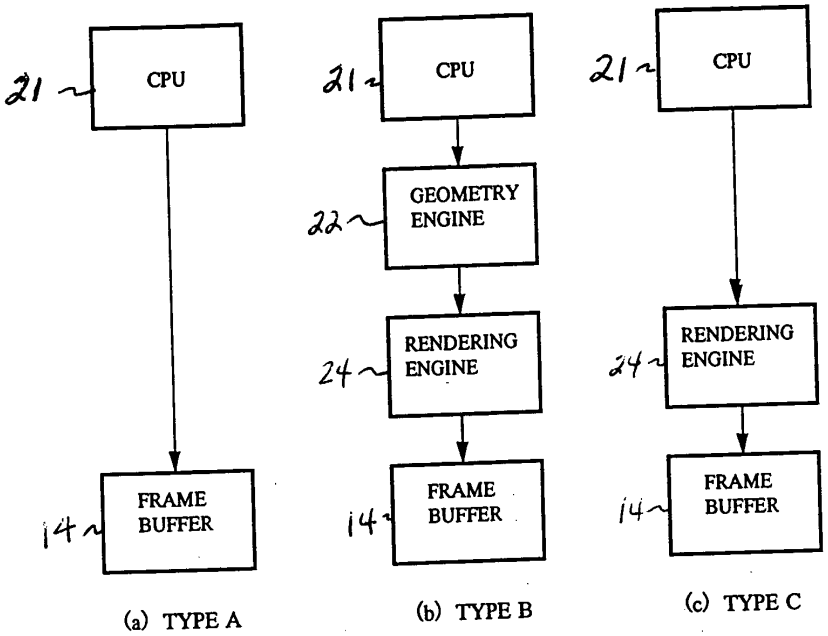
STRUCTURE OF RASTER-MONITOR CRT

FIG.2



3D GRAPHICS PROCESSING

FIG.3



GRAPHICS ARCHITECTURE

FIG.4

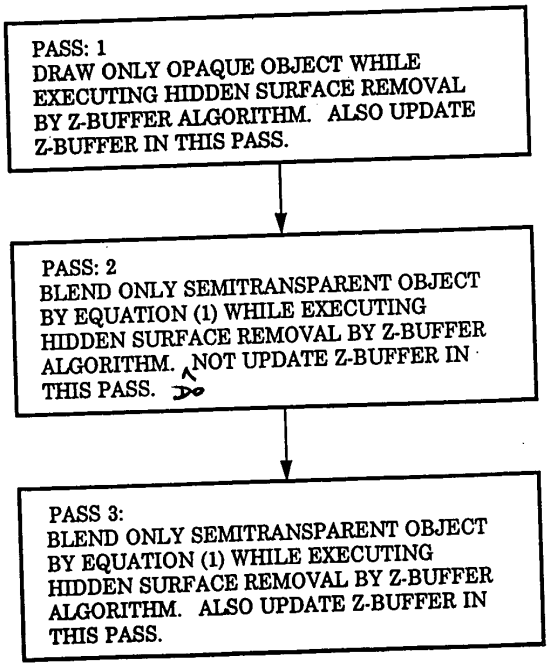


FIG. 5

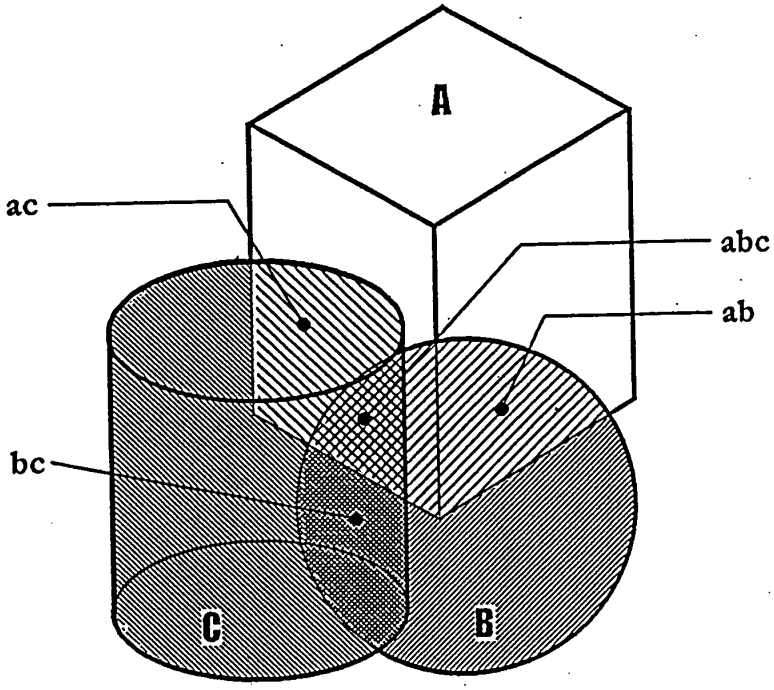


FIG. 6

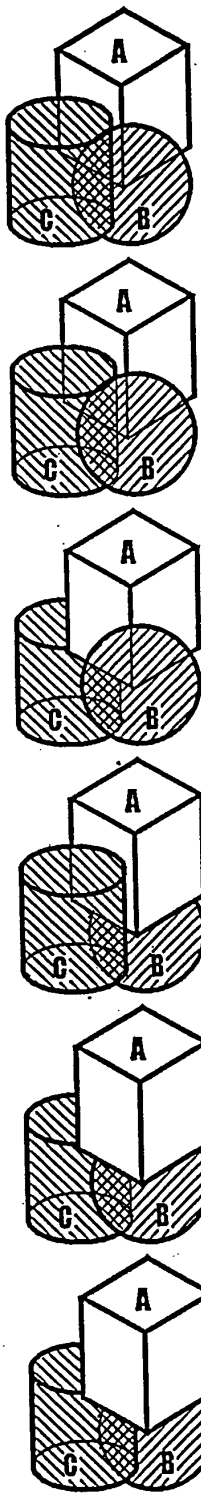
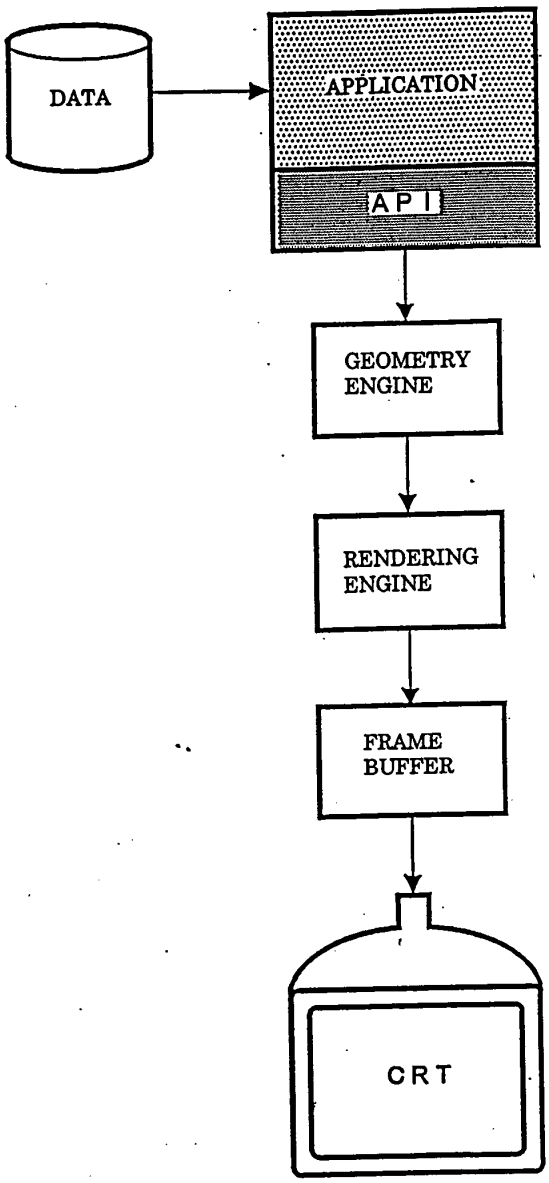


FIG. 7


DATA
APPLICATION
API
GEOMETRY ENGINE
RENDERING ENGINE
FRAME BUFFER
CRT